

**Abstract of the Disclosure**

Unicast endpoint clients (110, 111, 115) on an IP Unicast network (107, 108) are provided access to Multicast sessions on an IP Multicast network (101) through a Multicast-Unicast gateway server (120, 121). The server obtains information

5 about sessions on the Multicast network and makes such information available to a Unicast client on the Unicast network upon request by the client. Upon being presented with a list describing the subject matter of each session, the user at the Unicast client selects the session to which he or she wants to join, which causes the Multicast-Unicast server to join the appropriate session on behalf of the requesting

10 client for each media type in which the joining client wants to be a participant. The server then sets a bi-directional Unicast User Datagram Protocol (UDP) stream between itself and the client. All packets then received by the server from the Unicast client are address-translated to the appropriate Multicast session address. In addition, all packets received by the server on the Multicast session address are

15 address-translated and sent to the Unicast client. The Unicast client is then able to participate in the Multicast session as both a sender and a receiver of packets to and from other Unicast and Multicast clients which are active during the session. Further, the Unicast client is capable of creating a new session, recording a session in the network for later retrieval and playback, and creating and accessing low

20 bandwidth versions of existing sessions.